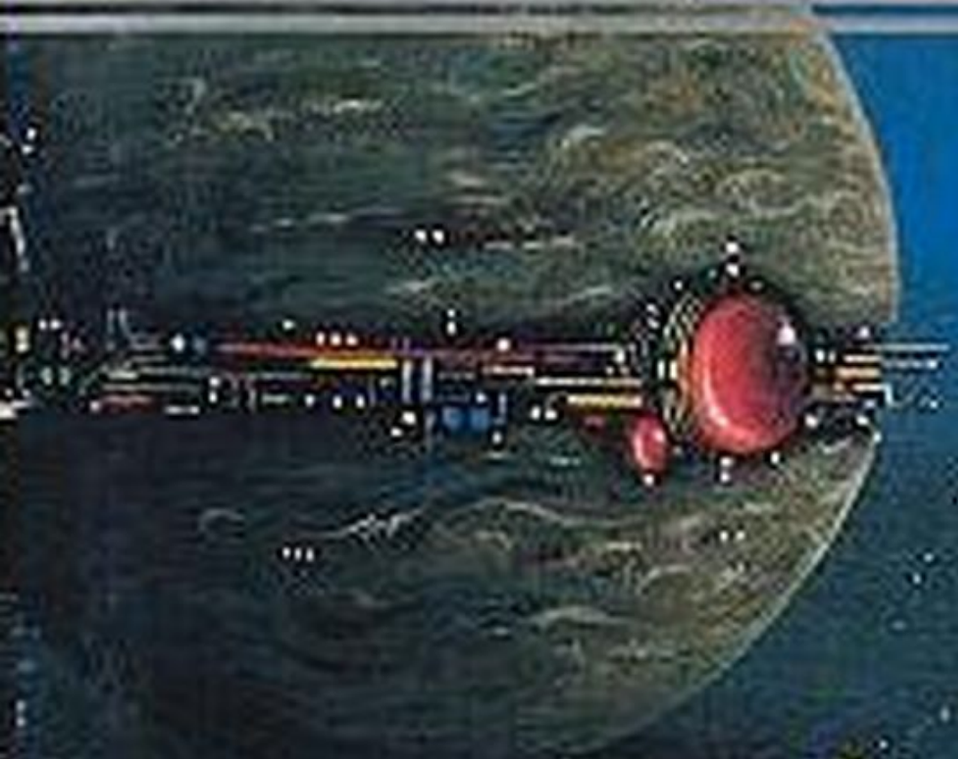
NES-4M-USA

METAL STORM

INSTRUCTION BOOKLET



IREM AMERICA CORP.

PRECAUTIONS

1. Always make sure the power to your NES Control Deck is Turned Off before inserting or removing the Game Pak.
2. Store your Game Pak at room temperature. Avoid extremely hot or cold temperatures.
3. Do not clean with paint thinner, benzene, alcohol, or other such solvents.
4. Avoid subjecting your Game Pak to shock. Never attempt to open or dismantle it.

THANK YOU

For selecting "MetalStorm™" Game Pak For your Nintendo Entertainment System®

⚠ WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV ⚠

Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

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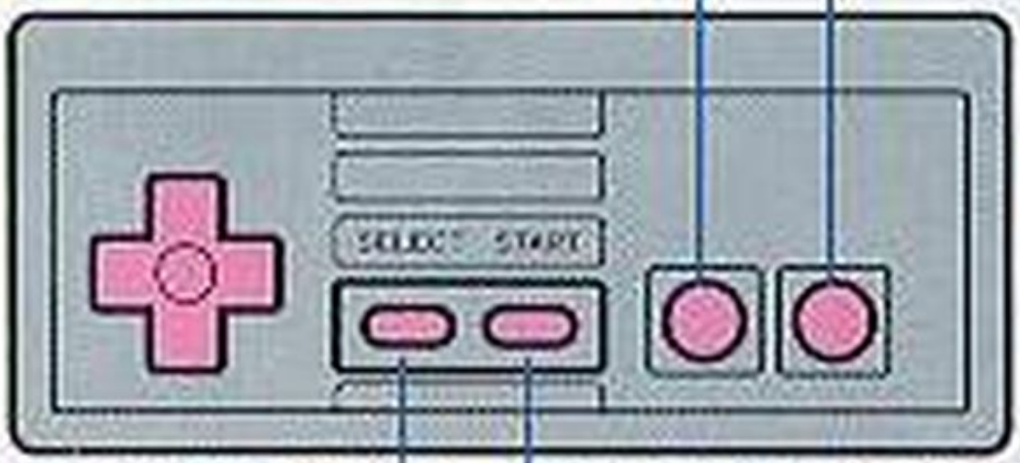
STORY

The year is 2501, and the dawning of a new century has brought mankind to the brink of disaster. The powerful LaserGun onthe planet Pluto's battle station "Cyberg" is wreaking havoc. It was originally designed to protect Earth from hostile aliens, but, due to a computer malfunction, is systematically destroying all the planets in the Solar System! Most recently the Earth Nation watched helplessly as Neptune exploded.

The system's self-destruct device could stop the LaserGun, but it has mysteriously jammed and is aimed at Earth. Even if the device can be manually activated, there is still only a slim chance that Earth can be saved. Your mission is to enter Cyberg using the most sophisticated weaponry available, the M-308 Gunner, and unlock that self-destruct device!

HOW TO USE THE CONTROLLER



CONTROL PAD

A Button
Used to jump. Press longer to jump higher.

B Button
Fires continuously in the direction you are facing.

START Button
Starts or pauses the game.

SELECT Button
Used to choose Start/Password from the title screen.

Up Press to face upward.

Down Press to face downward.

Right Turns and moves you right.

Left Turns and moves you left.

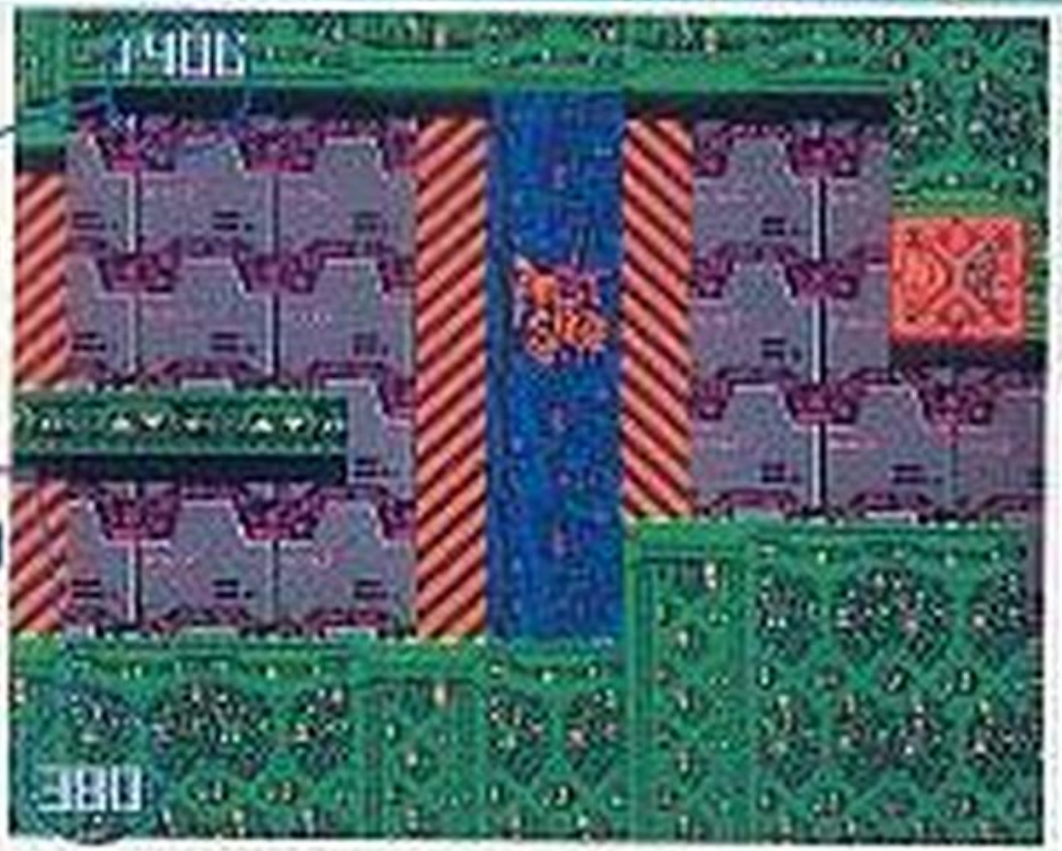
HOW TO PLAY

Correctly insert "MetalStorm" Game Pak into your NES and push the power button. When the title screen appears, select either the START or PASSWORD option.

GAME PLAY SCREEN

Score
Your total points.

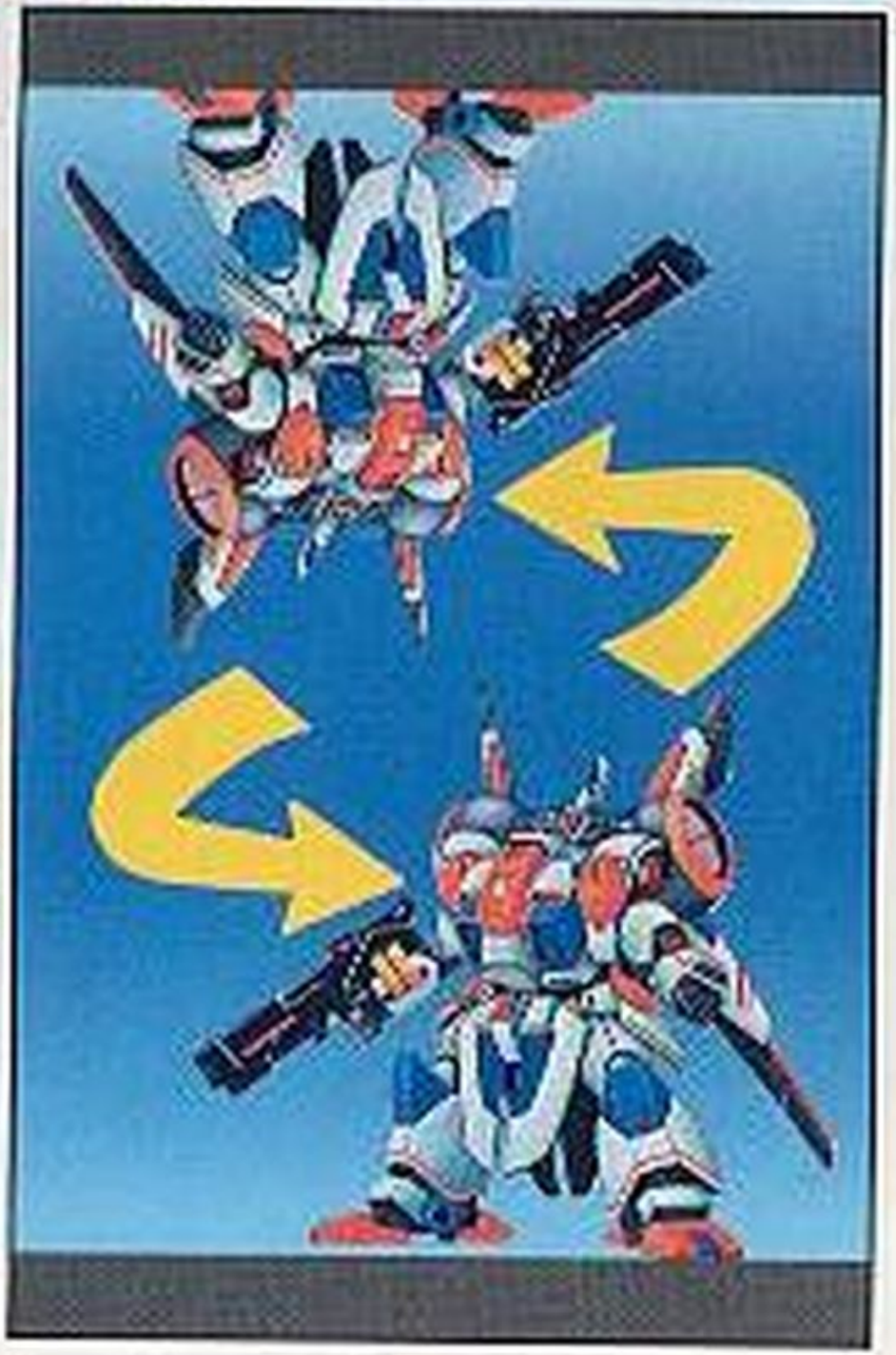
Time Remaining
Time left to complete each stage.



If a stage is not cleared, the number of remaining M-308 Gunners is displayed on the screen.

GRAVITY FLIP

The M-308 Gunner gives you the power to manipulate gravity. If Up and the A Button are pressed simultaneously, gravity will be reversed, and you will "fall" upwards! If Down and the A Button are pressed at the same time, gravity will revert to normal. This technique must be mastered in order to clear certain stages in the game. Learn it well.



REMEMBER

When gravity is flipped, you will always fall upwards, even when you jump.

CONTINUE

While the GAME OVER screen is showing, press START. You will then have the option to continue the game. Use the Control Pad to select CONTINUE and press START. You may continue as many times as you like.

PASSWORD

Your PASSWORD will be displayed after you have cleared a stage. Write it down carefully. After the game is switched off and on, the PASSWORD will allow you to continue the game from the next stage, with the same fire power level and number of lives.

ITEMS

You can equip **one** of the following three items: a Shield Force, a Power Beam or a Gravity FireBall.

SHIELD FORCE

Deflects bullets and harms enemies. Laser fire can penetrate it.

POWER BEAM

Increases the width of your laser.

GRAVITY FIREBALL

Turns you into an indestructible fireball when gravity is flipped.

SPECIAL ITEMS — Look for these items that will help you finish your mission.

ARMOR

Helps you survive one hit from an enemy.

BONUS

Increases your score by 5000 points.

CRUSHER

Annihilates all enemies on the screen.

EXTRA TIME

Adds 100 seconds to the time limit.

1-UP

Provides you with an extra life.

LEDGES AND BARRIERS

There are many ledges that line the pathway to the core of Cyberg. You can reach a ledge by jumping. In addition to ledges, there are several types of barriers you can jump through. They are: Two-Way, Down Only, and Up Only.

Two-Way

These barriers have arrows that point up and down. You can jump through from either direction.

Down Only

You can only pass through in the direction the arrow is pointing. To do so, you must flip gravity, and go head first.

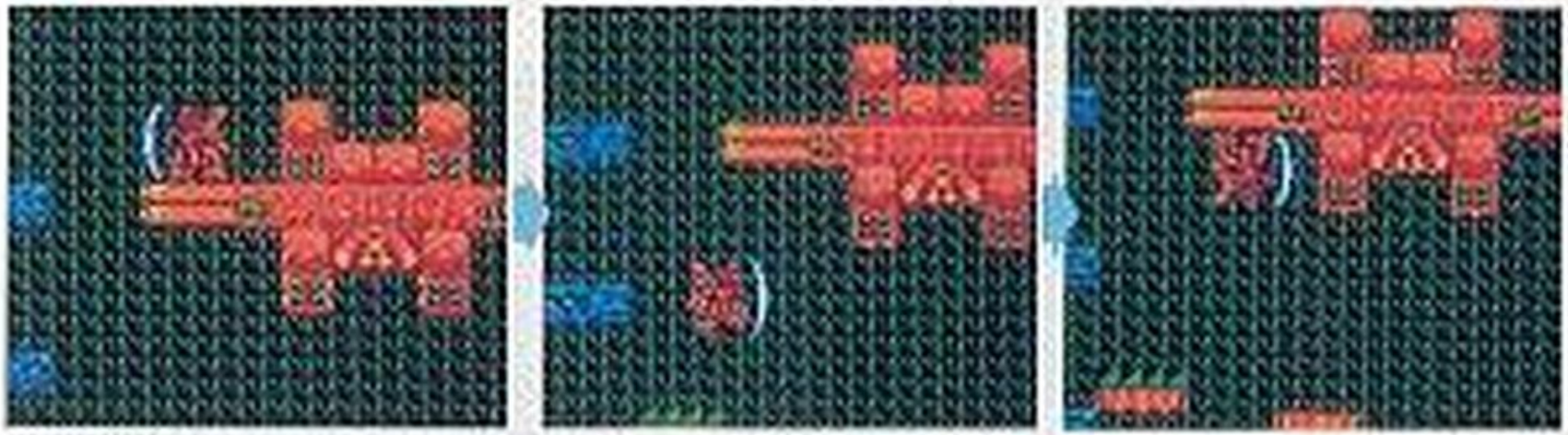
Up Only

This is another one-way barrier. You can only pass through if you are jumping upwards.

SPECIAL TECHNIQUES

JUMP AND FLIP

With this technique you can jump off a ledge and use the gravity flip to hang upside down from the ledge you just jumped off of.



Wheeeee! What a neat trick!

DISTANCE FLIP

Sometimes a ledge is too high for you to reach. The solution: jump as high as you can, and at the highest point in your jump, flip gravity.

STAGES

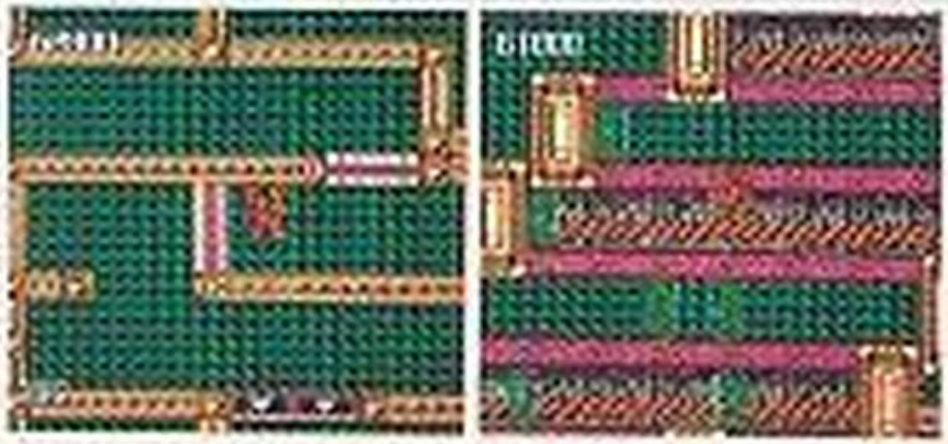
Hurry! You must reach the inner core of Cyberg quickly in order to reach the self-destruct device in time.

STAGE 1

While watching out for surveillance robots, enter Cyberg through an airlock. Defeat the boss Gorgoth and head into a passageway.

STAGE 2

Nimbly jump through defense gates which shut like pincers, and dash through shutters which react to a gravity flip. Beware of the Energizers' fierce laser beams!



STAGE 3

Avoid the tramcars and race along the track. Be wary of tanks hiding in the generators, for they can pinpoint your position and shoot you. Dodge the boss Gultzen who hurls himself at you.

STAGE 4

Continue towards the inner core of Cyberg on cargo elevators. Destroy the Galons which will attack you from the elevator frame. Soon you will be face to face with the bosses Kridon and Zoniar.

On to the device!

From here the automatic defense system becomes stronger. Outrun a high-voltage charged wall, and maneuver past electromagnetic shields. In the core you'll find the self-destruct device. Will unlocking it save the Earth? What will be the fate of mankind?

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly in strict accordance with the manufacturer's instructions, it may cause interference to radio and television reception. It has been type-tested and found to comply with the limits for a Class B computing device in accordance with the specifications in subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the NES with respect to the receiver.
- Move the NES away from the receiver.
- Plug the NES into a different outlet so that the Control Deck and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: "How to Identify and Resolve Radio-TV Interference Problems." This booklet is available from the U.S. Government Printing Office, Washington D.C. 20402. Stock No. 004-000-00345-4.

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Ivem America Corporation ("IREM AMERICA") warrants to the original consumer purchaser for a period of ninety (90) days following the original retail purchase of this Game Pak ("PAK") that the PAK is free from substantial errors or defects that will materially interfere with the operations of the program as described in the enclosed user documentation. If you believe you have found any such error or defect in the program during the warranty period, call Irem America Technical Support Department, (206) 882-1063 between the hours of 9:00 AM and 5:00 PM (Pacific Time), Monday through Friday. The technical personnel of Irem America will attempt to help you correct or avoid the problem. If any such error or defect cannot be corrected or reasonably avoided by the customer, Irem America will inform you how to obtain a corrected Pak (or, at Irem America's option, Irem America may authorize a refund of your purchase). This warranty shall not apply if the Pak has been damaged by negligence, accident, unreasonable use, modification, tampering, or by causes unrelated to defective materials or workmanship.

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Printed in Japan